



Subject card

Subject name and code	Monographic Lectures, PG_00047769						
Field of study	Informatics						
Date of commencement of studies	October 2022		Academic year of realisation of subject		2023/2024		
Education level	second-cycle studies		Subject group		Optional subject group Humanistic-social subject group		
Mode of study	Part-time studies		Mode of delivery		at the university		
Year of study	2		Language of instruction		Polish		
Semester of study	4		ECTS credits		3.0		
Learning profile	general academic profile		Assessment form		exam		
Conducting unit	Department of Geoinformatics -> Faculty of Electronics, Telecommunications and Informatics						
Name and surname of lecturer (lecturers)	Subject supervisor		dr inż. Jacek Lebieź				
	Teachers		dr inż. Jacek Lebieź				
Lesson types and methods of instruction	Lesson type	Lecture	Tutorial	Laboratory	Project	Seminar	SUM
	Number of study hours	18.0	0.0	0.0	0.0	0.0	18
	E-learning hours included: 0.0						
Learning activity and number of study hours	Learning activity	Participation in didactic classes included in study plan		Participation in consultation hours		Self-study	SUM
	Number of study hours	18		3.0		54.0	75
Subject objectives	The aim is to develop a computer engineer who has knowledge and skills in mobile application development, mobile operating systems, networks, computer graphics and human-computer communication. It is prepared to work effectively in development teams in IT companies and ICT as well as in education, where their knowledge and skills will be used with the principles of legal and ethical awareness and the social problems of computerization.						

Learning outcomes	Course outcome	Subject outcome	Method of verification
	[K7_U71] is able to apply knowledge from humanistic, social, economic or legal sciences in order to solve problems	Student is able to apply knowledge of the humanities or social or economic or legal sciences to solve IT problems.	[SU5] Assessment of ability to present the results of task
	[K7_W08] Knows and understands, to an increased extent, the fundamental dilemmas of modern civilisation, the main development trends of scientific disciplines relevant to the field of education.	Student knows and understands in depth the fundamental dilemmas of modern civilization, the main development trends of scientific disciplines relevant to computer science.	[SW2] Assessment of knowledge contained in presentation
	[K7_W04] Knows and understands, to an advanced extent, the principles, methods and techniques of programming and the principles of computer software development or programming devices or controllers using microprocessors or programmable elements or systems specific to the field of study, and organisation of systems using computers or such devices	Student knows and understands at an advanced level the principles, methods and techniques of programming as well as the principles of developing computer software or programming devices or controllers using microprocessors or other programmable components or systems, specific for the field of study, as well as the organization of work of systems using computers or these devices.	[SW2] Assessment of knowledge contained in presentation
	[K7_W71] has general knowledge in humanistic, social, economic or legal sciences, including their fundamentals and applications	Student has general knowledge in the field of humanities or social or economic or legal sciences including their basics and IT applications.	[SW2] Assessment of knowledge contained in presentation
	[K7_K71] is able to explain the need to apply knowledge from humanistic, social, economic or legal sciences in order to function in a social environment	Student is able to explain the need to use knowledge of the humanities or social or economic or legal sciences in functioning in a computerized social environment.	[SK5] Assessment of ability to solve problems that arise in practice [SK4] Assessment of communication skills, including language correctness
Subject contents	The content of the object set with the industry representatives every semester. Generally, the content addresses issues placing on the market of mobile applications Polish and European manufacturing related to industrial applications, games, and other products related to the topic of the lecture.		
Prerequisites and co-requisites	Knowledge of the basics of programming		
Assessment methods and criteria	Subject passing criteria	Passing threshold	Percentage of the final grade
	Lecture	51.0%	100.0%
Recommended reading	Basic literature	Materials provided by the companies representatives- updated every semester	
	Supplementary literature	No requirements	
	eResources addresses	Adresy na platformie eNauczanie:	
Example issues/ example questions/ tasks being completed			
Work placement	Not applicable		